

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name warisha & zara

Your Name Zara Shahid (shahiz8)

Your Team Member's Name Warisha Noushad (noushadw)

You must complete this statement of contribution without discussing it with your project partner, i.e., individually. Your statement should be concise (at most one-and-a-half page). It has three parts:

1. Tell us about your own contribution to the development of your COMPENG 2SH4 project. For example, you can tell us about which project iterations (as mentioned in the project manual) and C++ project classes that you worked on and completed. You can provide a concise answer either in paragraph form or through bullet points.

For the development of our final COMPENG 2SH4 project, I worked on iteration 0, 1B, 2B, and features one and two of iteration 3.

- Iteration 0: I worked on the completion of the objPos class by implementing the missing special member functions.
- Iteration 1B: Added the global game mechanics from PPA2/PPA3 into GameMechs class, initializing or declaring things like board size, input handling, and exit/lose flags.
- Iteration 2B: Created a Food class to implement the food generation code. The code generated food at random board positions, ensuring no overlap with the snake's body. Also made sure that the food generated somewhere on the game board and not out of bounds.
- Iteration 3: Replaced the objPos for playerPos to an objPosArrayList to replace the game player with the snake that would be implemented through an array. I worked on the snake body movement, the collision detection, snake body growth, and score system.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

For the development of our final COMPENG 2SH4 project, my partner worked on iteration 1A, 2A, feature 3 of iteration 3, and the bonus. The

- Iteration 1A: worked with Player class
- Iteration 2A: worked with objPosArrayList
- Iteration 3: snake death check
- Bonus: worked in the Food class to create the special food for bonus implementation.

3. Tell us about your experience in your first collaborated software development through this project – what was working and what wasn't. If you are a one-person team, tell us what you think may work better if you had a second collaborator working with you.

My experience during this project was honestly quite good. Though this was my partner and I's first time working on a coding project this big, and our first time collaborating on a coding project, we got on well and I think distributed the work quite fairly. We also were quick to help each other on our own individually assigned parts of the project when we needed it. The most troubling part of this project would be our experience with having to git push and pull. Since we were both new to collaborating on coding projects, we weren't used to having to do this and it was very confusing when we had both worked in the folder at the same time, since the changes could get overwritten. Since we were both unfamiliar with it, after one bad experience of having some of our code overwritten, we found it best to give each other heads up on when we were working on the file in case we wanted to keep a copy of our code before we git pulled our partner's code into our folder.